

On Line games <http://www.wumpasworld.com>: with suggested improvements for Ready, Set, Learn!

Tiguak's Igloo Arts & Crafts

Connect the Dots to draw the characters (12 drawings)

Type: Motor skills (Use of Mouse)

Proposed improvement: Add predictive element by offering children the opportunity to pick the correct picture (from a pictogram list) before they have connected all the dots.

Extras: Can be printed out and colored in.

You be the Sculptor Game

Create six different Inuit sculptures

Type: Art game; could also build prediction into it: Guess what it could be?

Goals: Ability to think ahead, make use of clues, change a set on the basis of more evidence.

Proposed improvement: Add predictive element; Sculpt Paz and his friends.

Extras: Point out safety glasses; Positive feedback.

Paint a Picture

Type: Drawing and painting

Goals: Should be part of every kid's repertoire; art sensibility, fun.

Improvement: Could be saved online to share with friends (note that feedback from Tiguak is context-sensitive).

Tiguak's Workshop

Arts and Crafts for off-line use

Frames from Wumpa's Tales that can be printed out and colored in.

Finger puppets that can be printed and colored.

Snow Glasses that can be printed out, colored in and worn by the child.

Face masks that can be printed out, colored in and worn by the child.

Zig And Zag

Magic Rocks

Just for Fun

Create funny characters (combinations of different characters).

Wumpa's Birthday Party

Looking Game

Lemmings knock all the ingredients for Wumpa's birthday cake out of his sled. Zig and Zag search for and gather up the lost ingredients with the help of the child.

Winter and Summer Scenes

Creativity Game

Place objects from an array to create a scene.

Scene animates after all objects placed.

Tracks and Animals

A Matching Game and/or Reasoning Game

Match the tracks left in the snow with the animals who made them.

A random selection of animals and birds shown each time.

Positive feedback given to child.

Create your own Inuit Mask

Just for Fun and/or Creative game

Size, rotate and place parts to make your own Inuit mask.

Improvement: Needs feedback.

Inuit Sunglasses

A Looking Game

Find the animals by looking through the Inuit sunglasses; animals found shown at bottom.

Positive feedback always given.

Create Your own Snowflakes

An Imagination/Creativity Game

Place objects in the "Magic Kaleidoscope" to create your own snowflakes; stop the Kaleidoscope to print out your creations.

Seeka and Tak Musical Games

Put the parts of the song in the right order

Ordering game / Rhyming game

Improvements: Make the rhymes exact; should also be easier to do.

The Drum Game

Listening Game and/or Creative Game

Click on the drum to make music.

Click on animal icons to hear their natural sounds.

Improvements: Needs feedback.

Make your own music

Listening Game

Make music and hear the song you made played back.

Click on the icicles and ice blocks to make musical sounds.

Click on Seeka to play them back.

Improvements: Could reverse the game, ie: listen to what Seeka plays and then reproduce it.

Atti the Seal Underwater Games

The Shell Game

Matching Game (3 levels)

Good positive feedback.

Improvements: Could be enhanced by using letters or rhyming pairs.

The Fish Game

Imagination Game

Create your own fish from the elements supplied and then go for a swim in an underwater environment.

Improvements: This could become a maze game where the child leads the underwater (or other) character through a maze.

Noona's Necklace

A Looking Game

Dive for treasures for Noona's necklace. The Seal follows the child's mouse. When they see treasure, the child clicks on the treasure and the seal scoops it up and brings it to Noona. Good modeling of politeness.

Improvements: Would be better if they did not gather up living creatures. Maybe they could help clean up the ocean floor? Could become a sorting game based on recycling different types of materials.

Noona and Armaruk

Inukshuk

Matching Game

Match the rocks with their outlines to build an Inukshuk. Lacks feedback.

Find the Dog Team

Looking Game

The dogs are hiding in the snow to keep warm; help Armaruk find them by clicking on the snow.

Once all the dogs are found, Armaruk hooks them up to the sled and they drive away.

Improvements: Could have levels where the dogs hide in different places.

Fishing with Noona

Classifying Game

Help Noona fish by clicking on her fishing line, then classify the fish and crustaceans by size and put them in the right basket.

Improvements: Would be improved by using all one type of object to avoid confusion when classifying. Should I put all the fish in one basket and all the crustaceans in another? What about the big fish not fitting in the basket and bouncing off Noona's head?

Armaruk brings Fish to his Grandmother

Motor Skills / Interpersonal Relationships

Skills using the arrow keys; great payoff for success.

Music and warm family feelings.

Dressing Armaruk.

Reasoning/Matching Game

Armaruk wants to go outside and play. Child helps him dress by selecting various articles of clothing.

Improvements: Could be improved by making it weather dependant, ie: child selects weather conditions and then dresses Paz in appropriate clothes (Does he wear clothes?). Levels could get more subtle.

The Emotions Game

Reasoning Game

Child clicks on Noona's Necklace and then guesses if Noona is happy, sad, embarrassed, angry, or surprised.

Improvements: Needs feedback; perhaps less subtle.

Wumpa

Storytelling

Sun and Moon

Models positive gender messages, ie: a girl in the lead.

Wumpa Brushes his teeth

Has good positive hygiene message

Improvement: Could also deal with hand washing -- a hot topic these days.